

FIG. 1

Serial No.: 09/526,192
Inventor(s): Motoki Kato
Title: Recording Apparatus, Recording Method,
Playback Apparatus ... Recording Media

SYNTAX	NO. OF BITS	MNEMONIC
<pre> TRANSPORT_PACKET () { SYNC_BYTE TRANSPORT_ERROR_INDICATOR PAYLOAD_UNIT_START_INDICATOR TRANSPORT_PRIORITY PID TRANSPORT_SCRAMBLING_CONTROL ADAPTION_FIELD_CONTROL CONTINUITY_COUNTER IF (ADAPTION_FIELD_CONTROL='10' ADAPTION_FIELD_CONTROL='11') { ADAPTION_FIELD() } IF (ADAPTION_FIELD_CONTROL='01' ADAPTION_FIELD_CONTROL='11') { FOR (i=0; i<N; i++) { DATA_BYTE } } </pre>	<p>8 BSLBF 1 BSLBF 1 BSLBF 1 BSLBF 13 UIMSBF 2 BSLBF 2 BSLBF 4 UIMSBF</p> <p>8 BSLBF</p>	

FIG. 2

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Playback Apparatus ... Recording Media

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SYNTAX	NO. OF BITS	MNEMONIC
ADAPTION_FIELD 0 {	8	UNISBF
ADAPTION_FIELD_LENGTH		
IF (ADAPTION_FIELD_LENGTH > 0) {	1	BSLBF
DISCONTINUITY_INDICATOR	1	BSLBF
RANDOM_ACCESS_INDICATOR	1	BSLBF
ELEMENTARY_STREAM_PRIORITY_INDICATOR	1	BSLBF
PCR_FLAG	1	BSLBF
OPCR_FLAG	1	BSLBF
SPLICING_POINT_FLAG	1	BSLBF
TRANSPORT_PRIVATE_DATA_FLAG	1	BSLBF
ADAPTION_FIELD_EXTENSION_FLAG		
IF (PCR_FLAG = '1') {		
PROGRAM_CLOCK_REFERENCE_BASE	33	UIMSBF
RESERVED	6	BSLBF
PROGRAM_CLOCK_REFERENCE_EXTENSION	9	UIMSBF
}		
IF (OPCR_FLAG = '1') {		
ORIGINAL_PROGRAM_CLOCK_REFERENCE_BASE	33	UIMSBF
RESERVED	6	BSLBF
ORIGINAL_PROGRAM_CLOCK_REFERENCE_EXTENSION	9	UIMSBF
}		
IF (SPLICING_POINT_FLAG = '1') {		
SPICE_COUNTDOWN	8	TCIMSBF
}		
IF (TRANSPORT_PRIVATE_DATA_FLAG = '1') {		
TRANSPORT_PRIVATE_DATA_LENGTH	8	UIMSBF
FOR (i=0: i<TRANSPORT_PRIVATE_DATA_LENGTH: i++) {		
PRIVATE_DATA_BYTE	8	BSLBF
}		
IF (ADAPTION_FIELD_EXTENSION_FLAG = '1') {		
ADAPTION_FIELD_EXTENSION_LENGTH	8	UIMSBF
ITW_FLAG	1	BSLBF
PIECEWISE_RATE_FLAG	1	BSLBF
SEAMLESS_SPLICE_FLAG	1	BSLBF
RESERVED	5	BSLBF
IF (ITW_FLAG = '1') {		
ITW_VALID_FLAG	1	BSLBF
ITW_OFFSET	15	UMISBF
}		
IF (PIECEWISE_RATE_FLAG = '1') {		
RESERVED	2	BSLBF
PIECEWISE_RATE	22	UMISBF
}		
IF (SIEMLESS_SPLICE_FLAG = '1') {		
SPLICE_TYPE	4	BSLBF
DTS_NEXT_AU[32..30]	3	BSLBF
MARKET_BIT	1	BSLBF
DTS_NEXT_AU[29..15]	15	BSLBF
MARKET_BIT	1	BSLBF
DTS_NEXT_AU[14..0]	15	BSLBF
MARKET_BIT	1	BSLBF
}		
FOR (i=0: i<N: i++) {		
RESERVED	8	BSLBF
}		
FOR (i=0: i<N: i++) {		
STUFFING_BYTE	8	BSLBF
}		

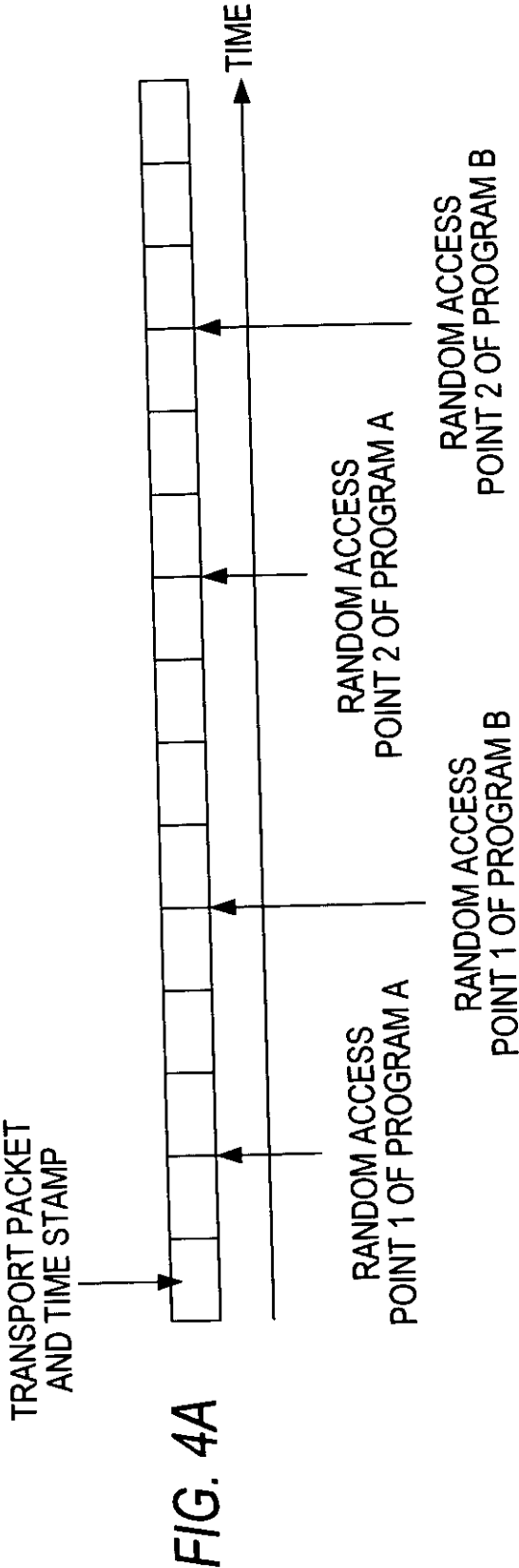
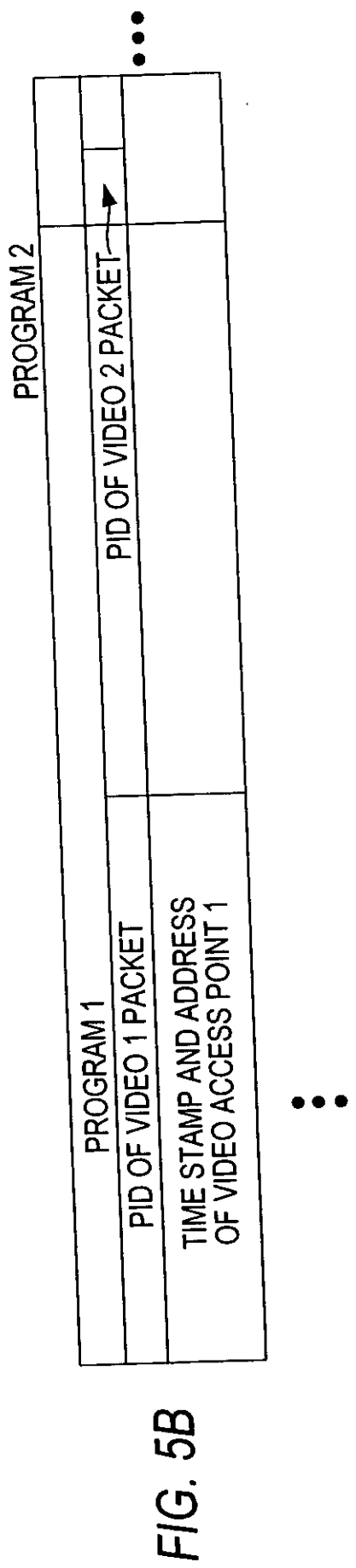
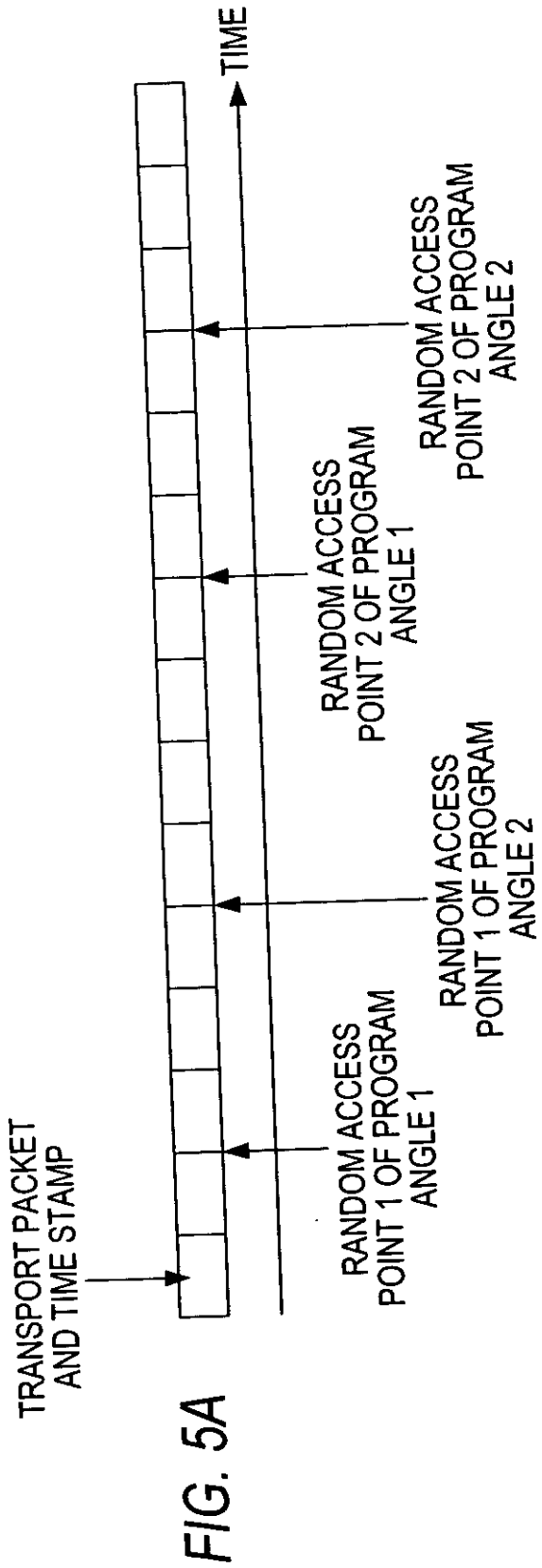


FIG. 4B

RANDOM ACCESS POINT LIST OF VIDEO DATA

PROGRAM A	PROGRAM B
VIDEO PACKET	VIDEO PACKET PID
TIME STAMP AND ADDRESS OF VIDEO ACCESS POINT 1 TIME STAMP AND ADDRESS OF VIDEO ACCESS POINT 2 • • •	TIME STAMP AND ADDRESS OF VIDEO ACCESS POINT 1 TIME STAMP AND ADDRESS OF VIDEO ACCESS POINT 2 • • •



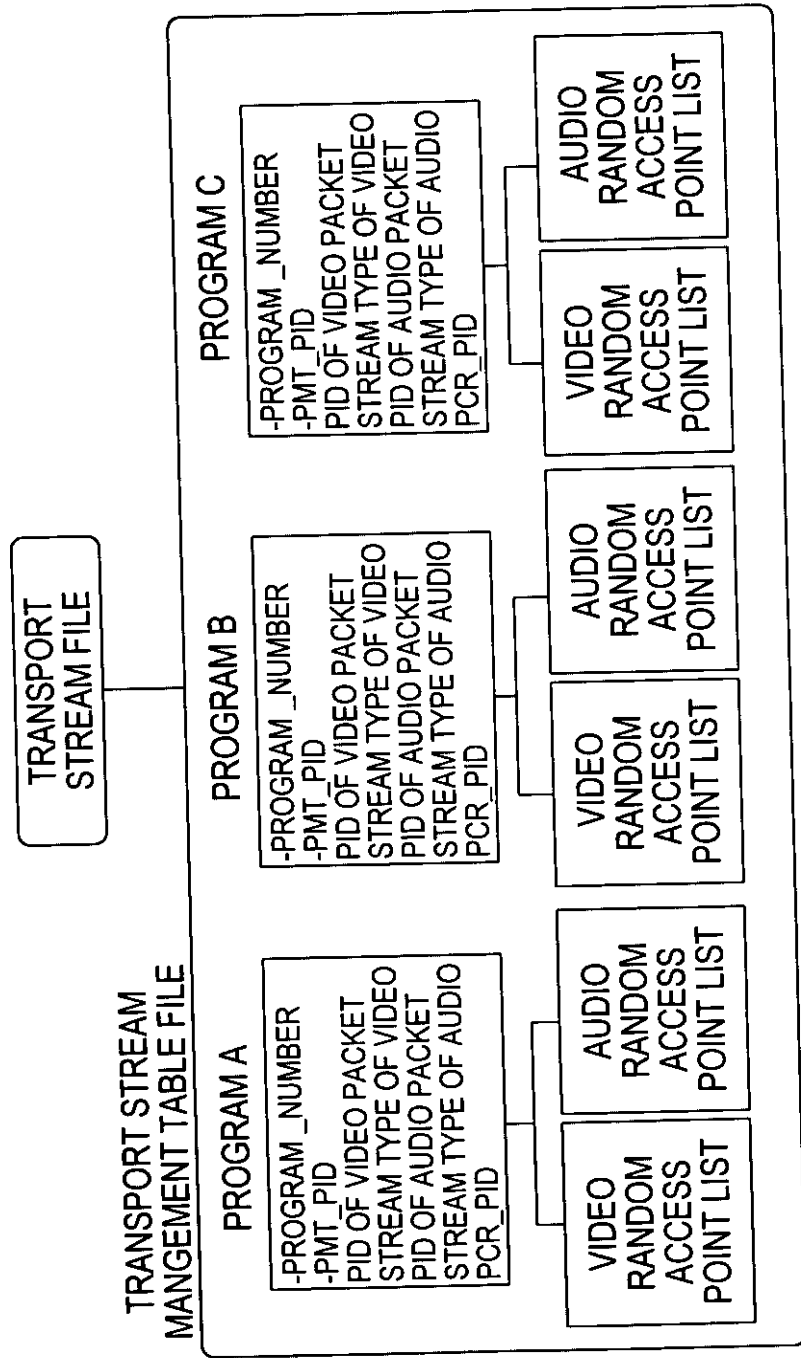


FIG. 6

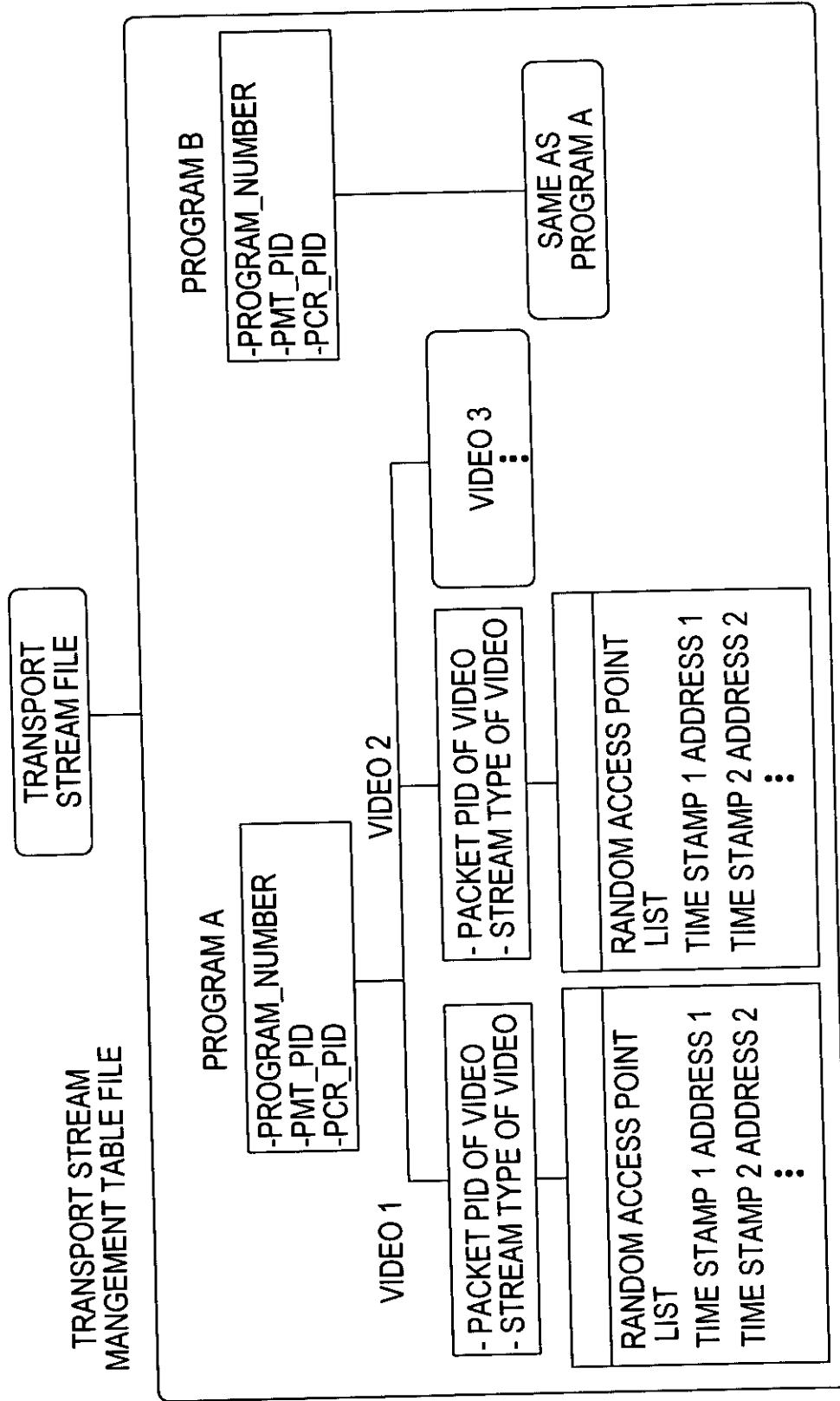


FIG. 7

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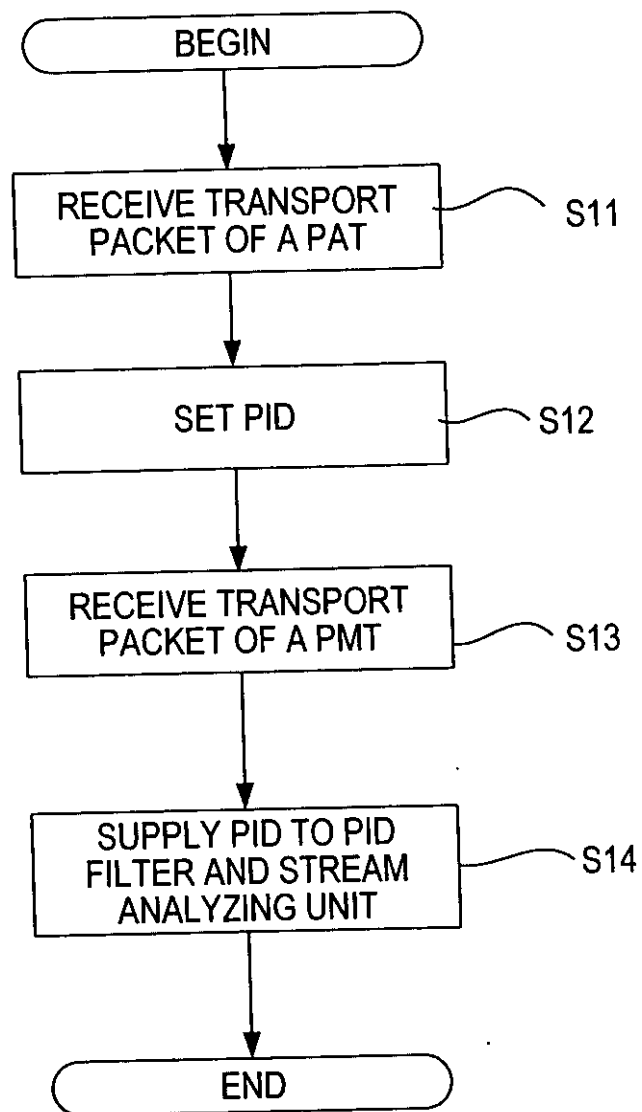


FIG. 8

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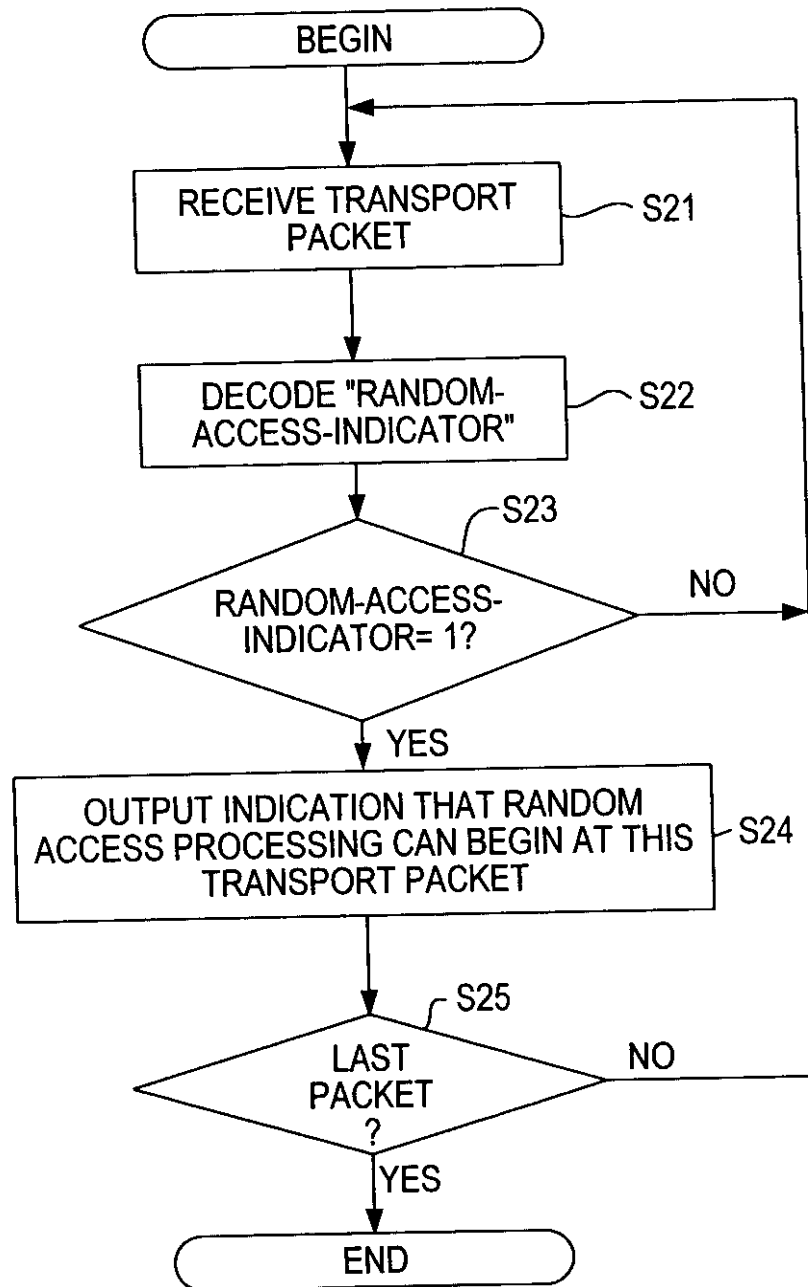


FIG. 9

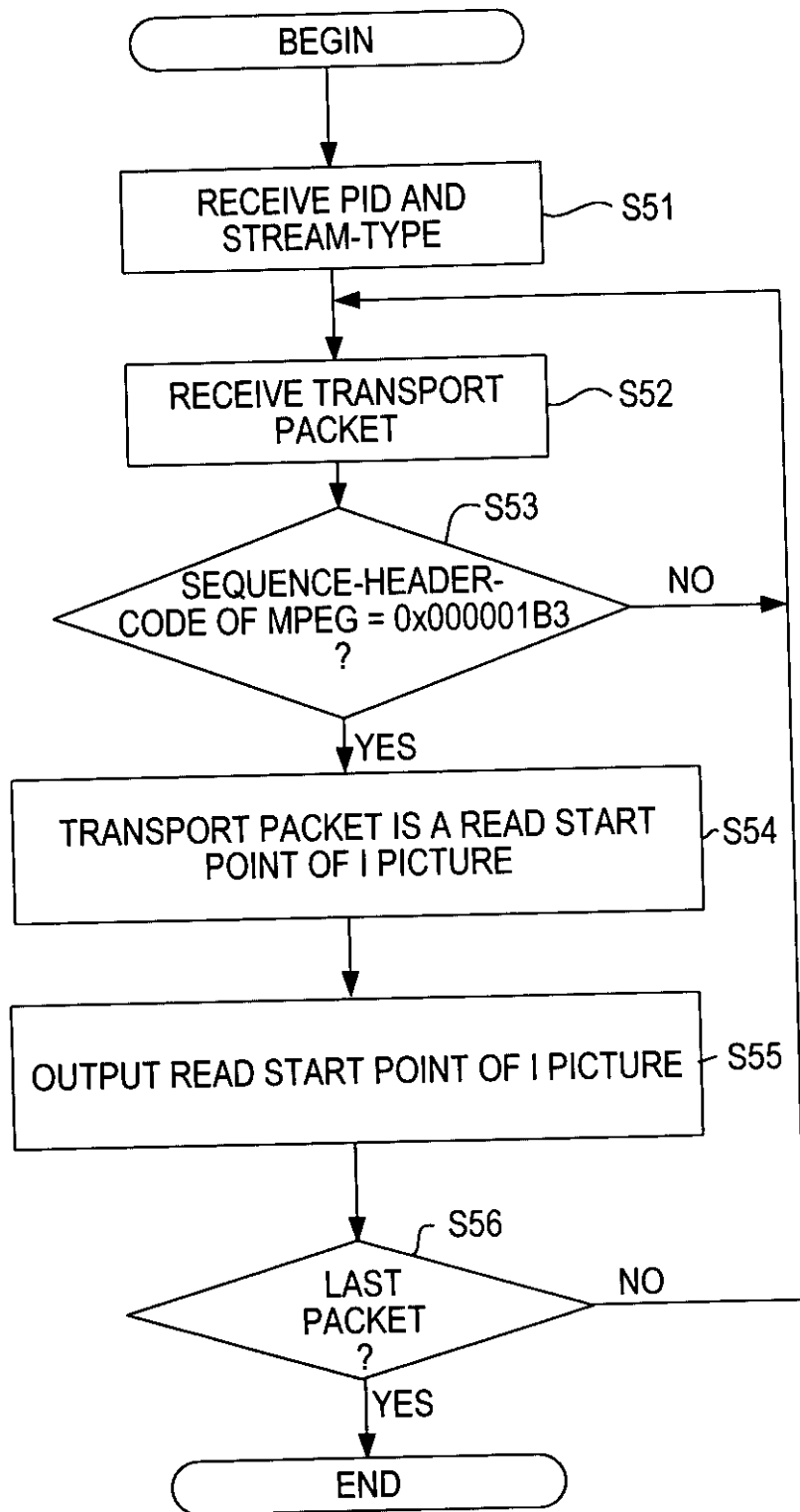


FIG. 10

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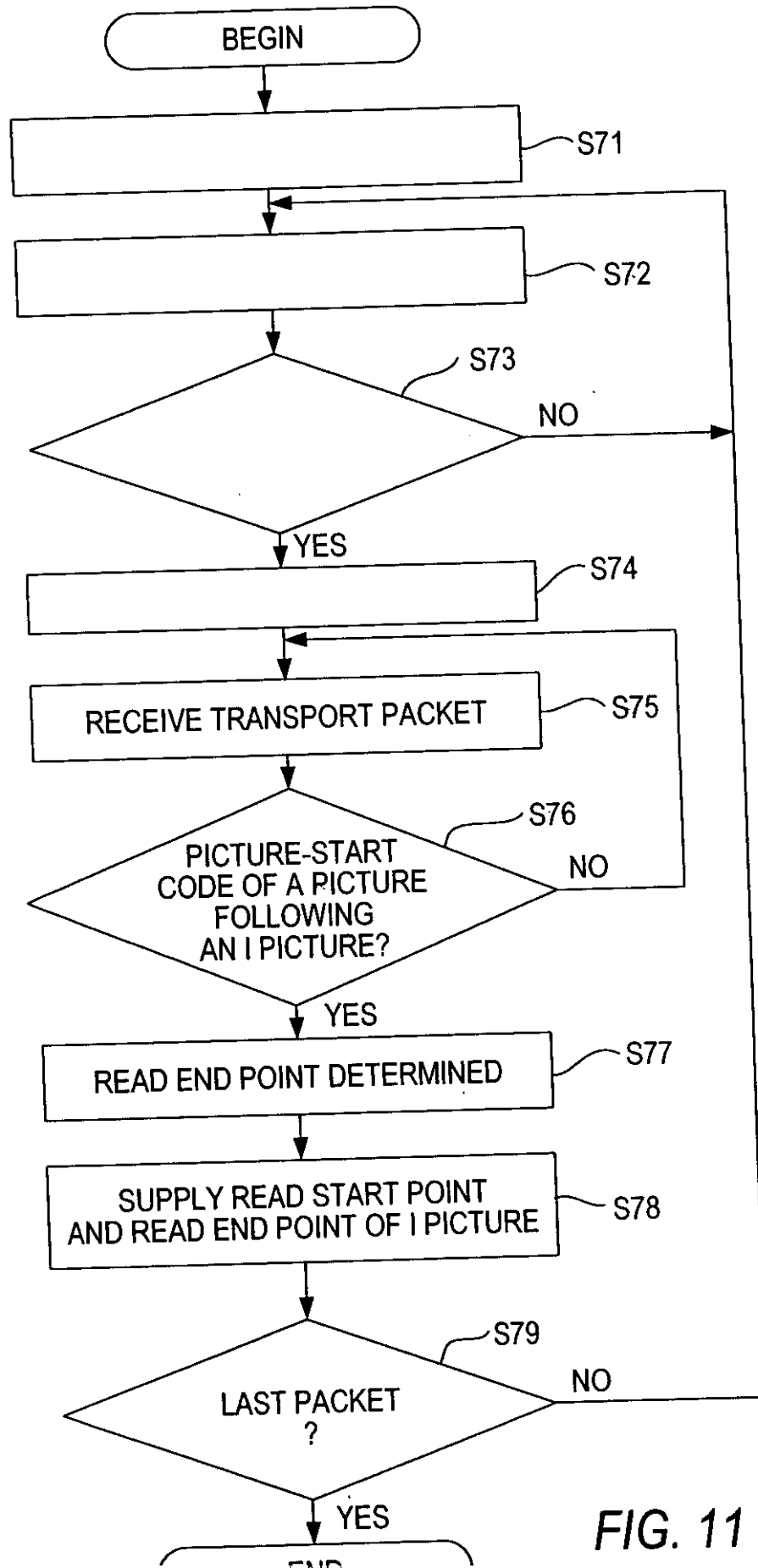


FIG. 11

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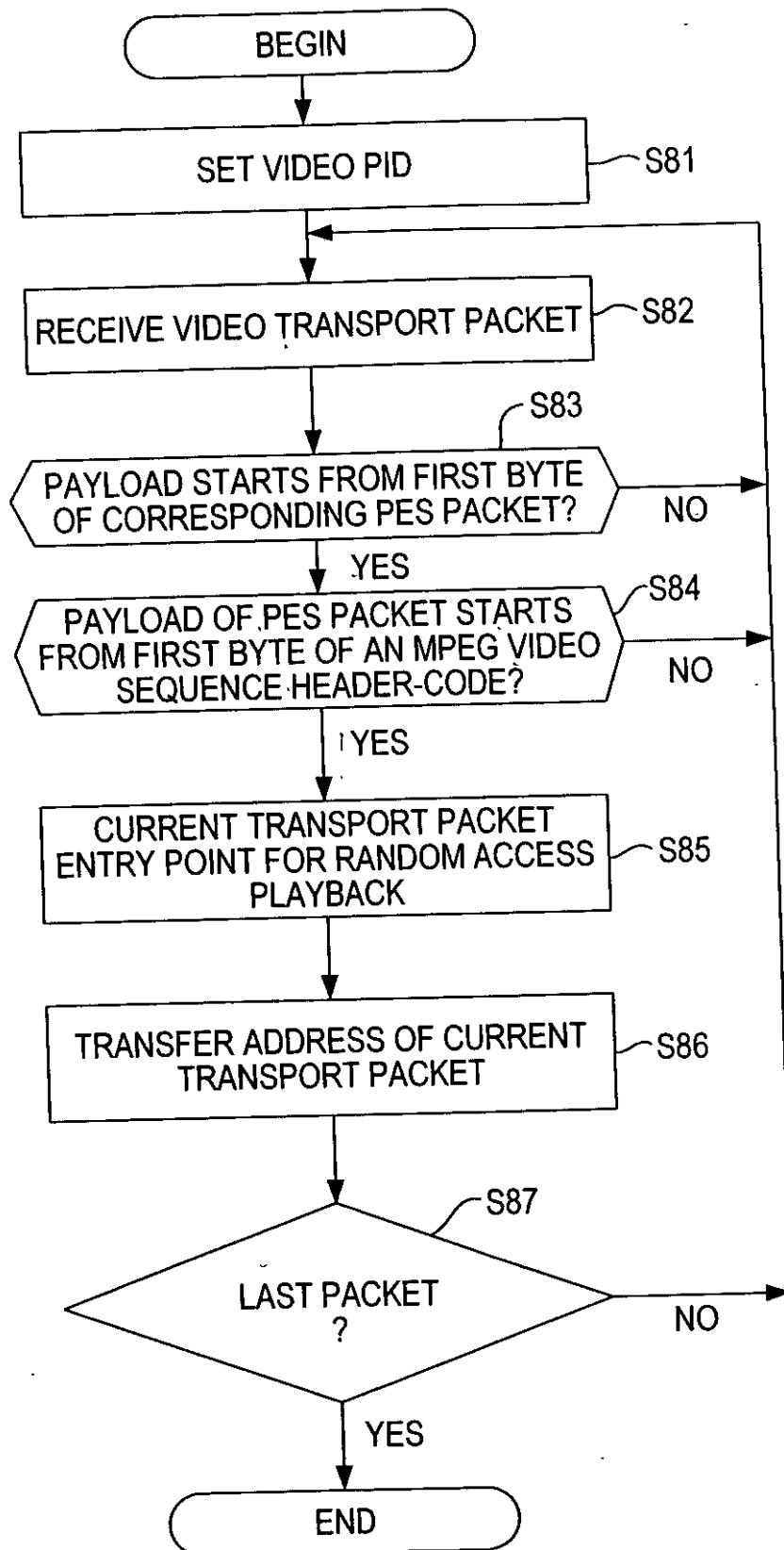


FIG. 12

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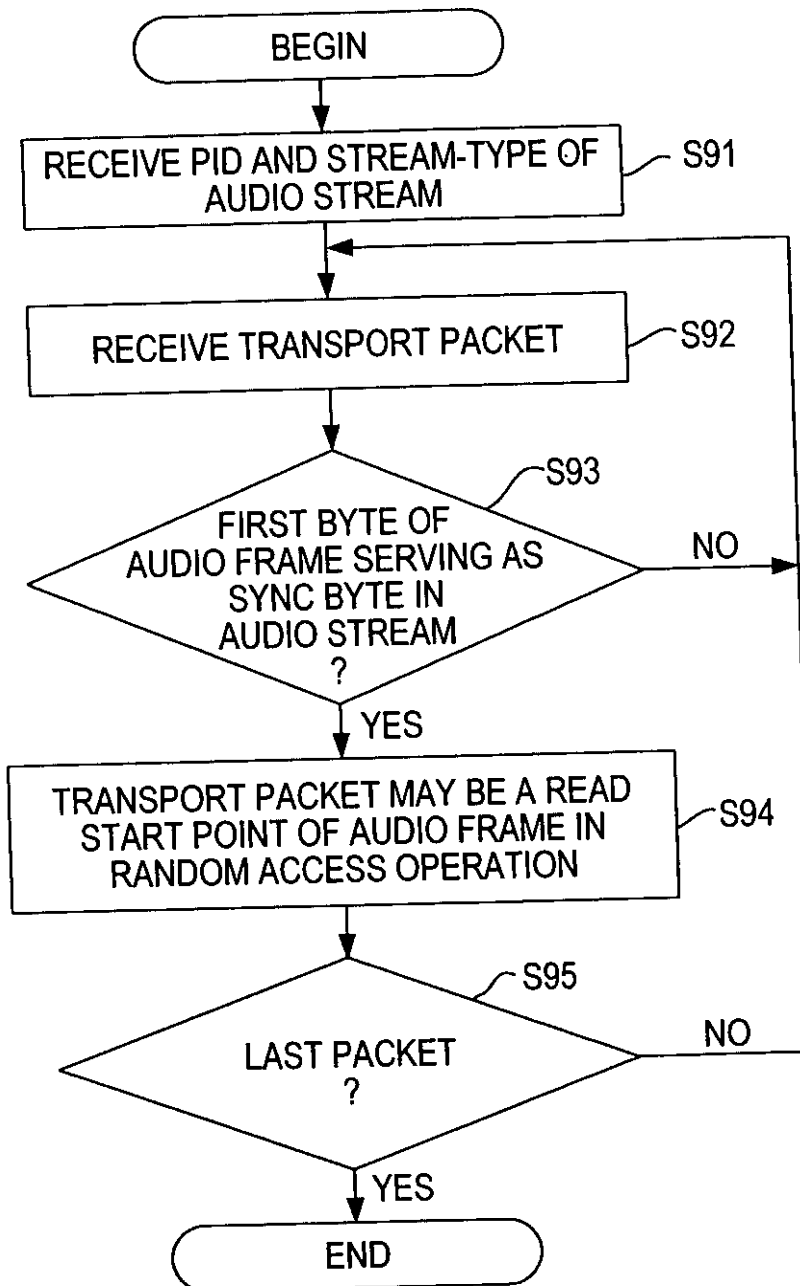


FIG. 13

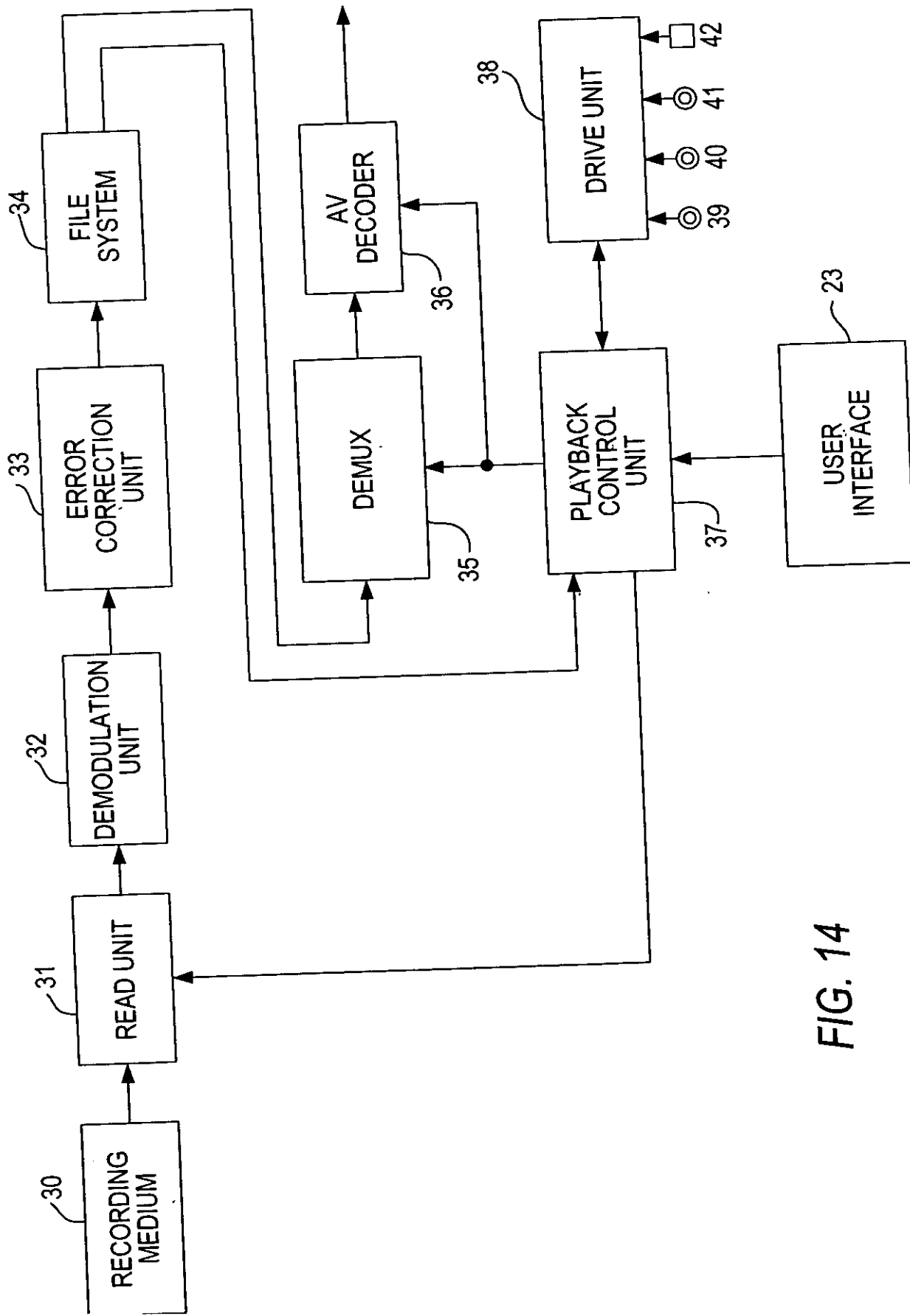


FIG. 14

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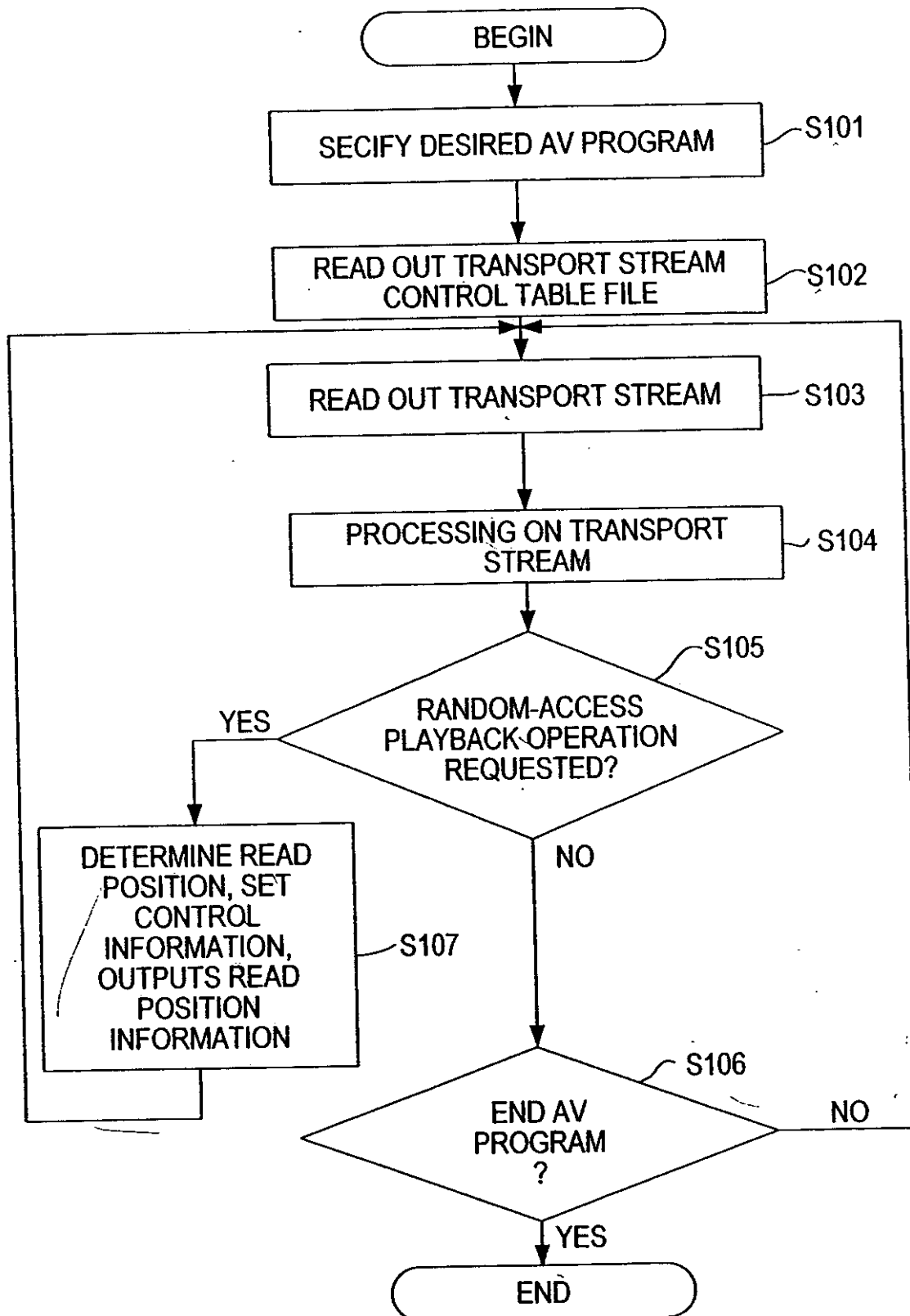


FIG. 15